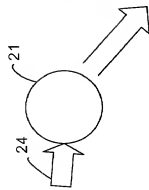


FIG. 1



20

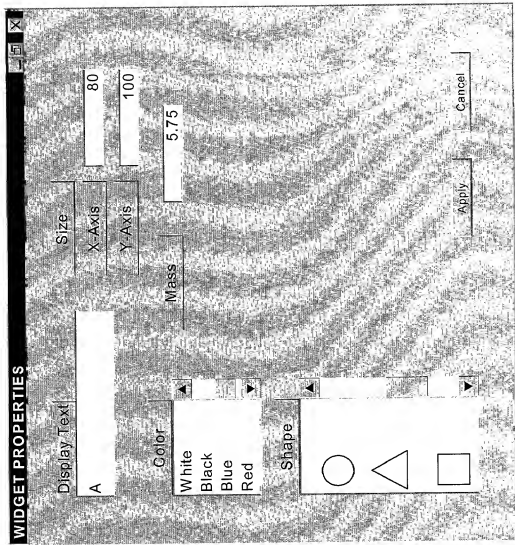


FIG.2

FIG. 3A

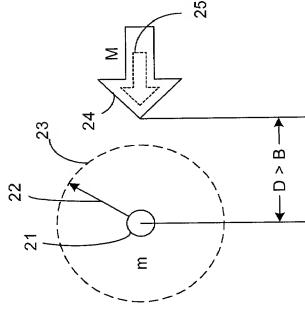


FIG. 3B

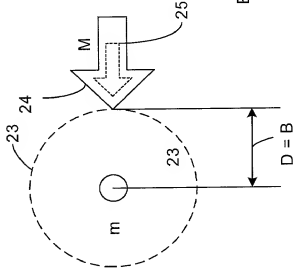
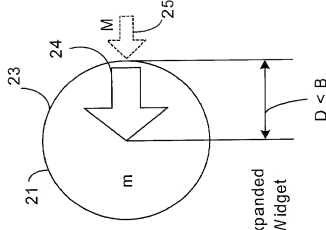


FIG. 3C



= DISPLAYED  
SELECTION POINTER  
(VIRTUAL POINTER)



= REAL PHYSICAL SELECTION  
POINTER POSITION  
(REAL POINTER)

FIG. 4

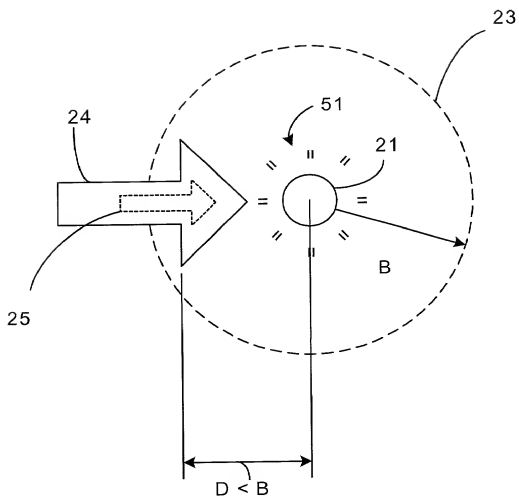
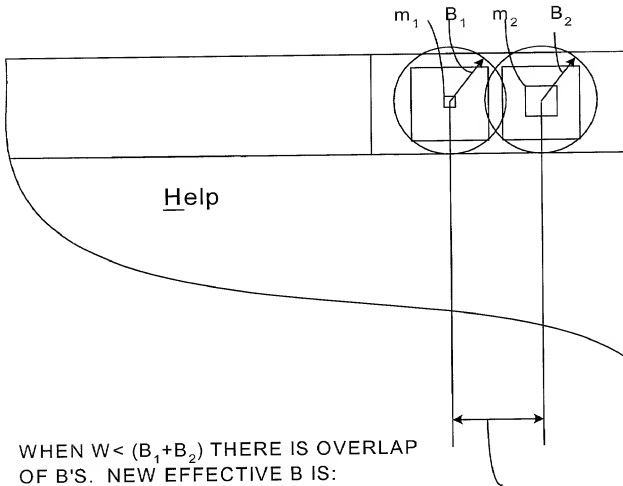


FIG. 5



WHEN  $W < (B_1 + B_2)$  THERE IS OVERLAP OF B'S. NEW EFFECTIVE B IS:

$$B = \frac{x \sqrt{\frac{m_2}{m_1}}}{1 + \sqrt{\frac{m_2}{m_1}}}$$

WHERE  $W \leq x \leq (B_1 + B_2)$

FIG. 6A

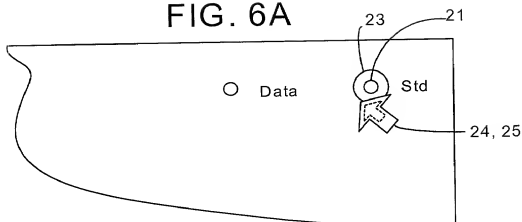


FIG. 6B

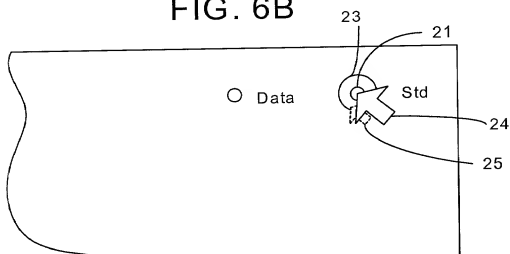
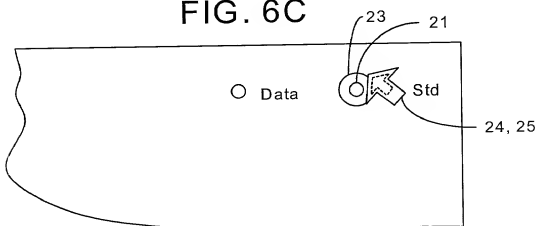


FIG. 6C



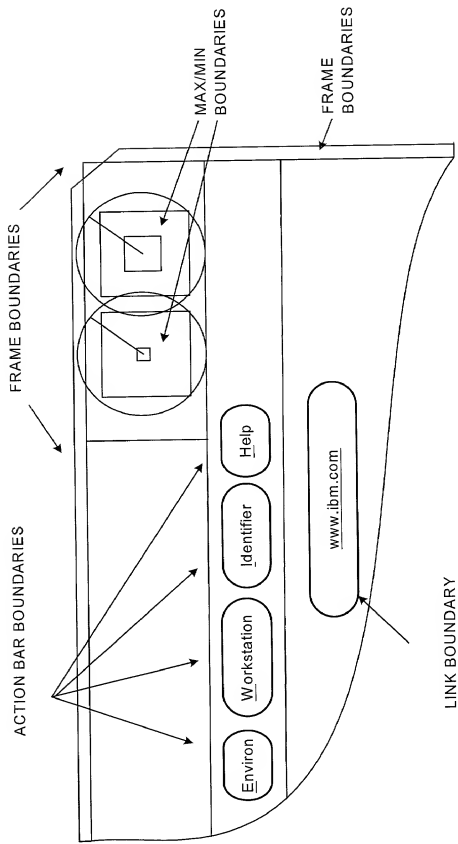


FIG. 7

BEGIN

DETERMINE DISTANCE  
D BETWEEN CENTERS  
OF SELECTION POINT  
AND WIDGET

60

CALCULATE  
GRAVITATIONAL  
FORCE BETWEEN  
SELECTION  
POINTER AND  
WIDGET

62

SCALE VISUAL SIZE OF  
WIDGET BASED ON  
THE GRAVITATIONAL  
FORCE

64

END

FIG. 8



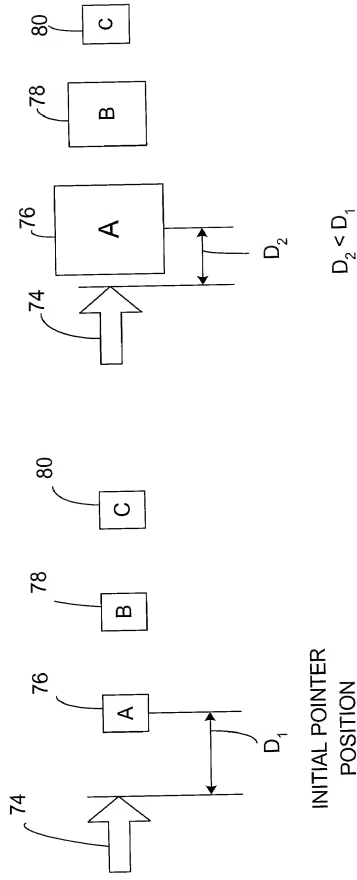


FIG. 9

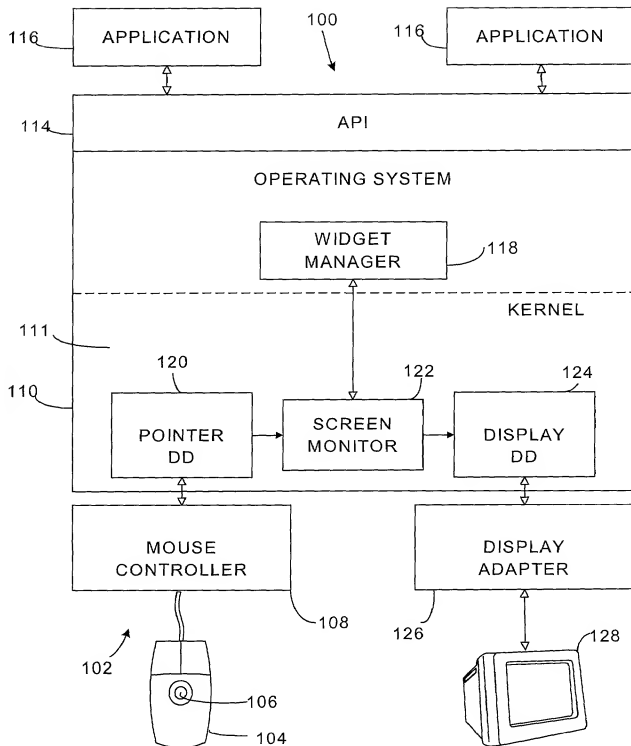


FIG. 10